

WIN A MOUNTAIN BIKE! GREAT HALFORDS COMPO INSIDE!



# Sonic

the comic

starring  
**SONIC**  
THE HEDGEHOG™

**SONIC SIM!**

THE ULTIMATE  
DECOY IN SONIC'S  
WORLD

PLUS!

**KNUCKLES**

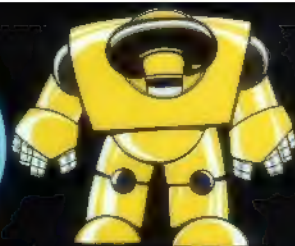
LURKS IN THIS ISSUE!

**FREE!**  
ROWNTREES  
FRUIT PASTILLES!  
THEY'RE  
SCRUMMY!





# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

It's your old pal, Megadroid, back on line after a much-needed overhaul and refit. I've been operating on standby power lately but now that I'm scrubbed, cleaned, recharged and have a new operating system, energy levels are at 100% and it's time to kick it again!

Are you chewing your free sample packet of Rowntree's Fruit Pastilles? Scrummy, aren't they? That's just for starters. Thanks to those generous humes at Halfords you also have the chance to win a genuine mountain bike this issue, plus bike computers and a whole bundle of cycling goodies.

You've been asking for him and he's here. Knuckles crashes into the new Sonic story. We've got big plans for Knuckles - so has Sega with the new Sonic & Knuckles game due out next month.

Pirate STC tunes out this issue, but if you want to see more of Fezhead and Skull you know where to write.

There's good news, great news and not so good news to give you about the next issue of STC. The good news is that the much-demanded Decap Attack returns for a new series. What is it about STC and disembodied heads? The great news is ... prepare for another free gift! Yes, a Panini Sonic Stickers album is yours if you buy STC 34!

The not so good news is that the price of STC is going up by 5p from the next issue. The humes around here say it's to do with the rising prices of paper, ink and transport (I think it's the rising prices of their cheese and pickle sandwiches at the nearby cafe!).

However, one thing's for sure - the extra 5p will be worth it. I've arranged for STC 35 to feature another free gift! It's a packet of Panini Sonic Stickers to start your collection! And there's lots more free gifts to follow, plus some sensational new series and surprises! Stick with STC for value-for-money action!

*Megadroid*

## Bus Tilt You Drop



Sega's game-packed double decker buses continue the 1994 Sega In2 Action Tour - but are not far from the end of their journey. The buses, with free admission to try out the latest games, will be on the road for another few weeks, so it's not too late to catch them.

To find out if they're visiting your area call the Sega In2 Action Tour Hotline on:

0891 555575

Calls are charged at 39p per minute cheap rate and 49p per minute at other times. Make sure you get the permission from the hume who pays the 'phone bill before you call. Everything possible will be done to ensure that the buses make their appointed venues but mechanical problems, accidents or unforeseen hold-ups can cause last-minute changes.

Catch the bus before it's too late, Boomers. Call the hotline, not STC - the humes here couldn't catch a bus if it fell on them!

### REDUCED REVIEWS

Unfortunately, STC is short on reviews this issue, hence the Review Zone occupies one page. However, don't worry as new games are starting to swarm into STC and the Review Zone will be fully restored next issue.

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover  
re-entry new entry



### MEGA DRIVE

- 1 PETE SAMPRAS TENNIS
- 2 FIFA INTERNATIONAL SOCCER
- 3 WORLD CUP USA '94
- 4 PGA EUROPEAN TOUR GOLF
- 5 VIRTUA RACING
- 6 SONIC THE HEDGEHOG 3
- 7 SENSIBLE SOCCER
- 8 DUNE 2
- 9 ZOOL/JAMES BOND 3
- 10 ROBOCOP V TERMINATOR

### MEGA-CD

- 1 FIFA INTERNATIONAL SOCCER
- 2 MORTAL KOMBAT
- 3 GROUND ZERO TEXAS
- 4 ROAD AVENGER
- 5 SILPHEED
- 6 NIGHT TRAP
- 7 MYSTERY MANSION
- 8 SONIC CD
- 9 WWF RAGE IN THE CAGE
- 10 PUGGSY

### MASTER SYSTEM

- 1 WORLD CUP USA '94
- 2 JUNGLE BOOK
- 3 SONIC CHAOS
- 4 MICRO MACHINES
- 5 ESQAT
- 6 BATMAN RETURNS
- 7 CHASE HQ
- 8 WIMBLEDON TENNIS
- 9 PITFIGHTER
- 10 SONIC THE HEDGEHOG

### GAME GEAR

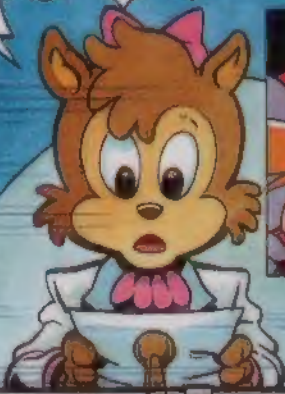
- 1 WORLD CUP USA '94
- 2 MICRO MACHINES
- 3 JUNGLE BOOK
- 4 DESERT STRIKE
- 5 ALADDIN
- 6 ASTERIX & THE STREET MISSION
- 7 SENSIBLE SOCCER
- 8 MORTAL KOMBAT
- 9 SONIC CHAOS
- 10 SUPER SPACE INVADERS

- Editor: Richard Burton
- Asst. Editor: Deborah Tate
- Designer: Gary Knight
- Cover: Mike Hadley/John M Burns
- Managing Editor: Steve MacManus
- Special Thanks for: Audrey Wong
- Publisher: Chris Power

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TODAY'S TOP STORY—DOCTOR  
ROBOTNIK IS MISSING!



DETAILS ARE  
SKETCHY BUT THE  
FAMOUS DICTATOR OF  
MOBIUS IS BELIEVED TO  
HAVE PERISHED WHEN  
HIS NEW SPACE SATELLITE,  
DEATH EGG II, FELL  
FROM ORBIT. \*

\* SEE SONIC THE SUMMER SPECIAL.

RUMOURS THAT THE  
AUTHORITIES HAVE BEEN  
UNABLE TO LOCATE THE CRASH  
SITE ARE UNCONFIRMED  
BUT...



AMY, WILL  
YOU TURN THAT  
THING OFF! WE'VE  
GOT WORK TO  
DO!

ROBOTNIK'S  
FLUNKIES ARE NEVER  
GOING TO FIND THE WRECKAGE  
OF THE DEATH EGG ON  
PLANET MOBIUS.

MY INFORMATION  
TELLS ME THAT IT  
CRASHED INTO SOME-  
THING BEFORE IT  
GOT BACK TO  
GROUND LEVEL.

YOU THINK IT  
HIT THE FLOATING  
ISLAND,  
KINTOBOR?

IT'S A DISTINCT  
POSSIBILITY.

YOU'RE ALL  
NUTS! THE FLOATING  
ISLAND IN THE SKY IS  
ONLY A DUMB  
LEGEND!



I CAN'T BELIEVE KINTOBOR TALKED ME INTO THIS! I MEAN, EVERYBODY KNOWS THAT THE FLOATING ISLAND IS JUST A DUMB LEGEND!

SONIC, WHAT'S THAT?

I ... DON'T BELIEVE IT!

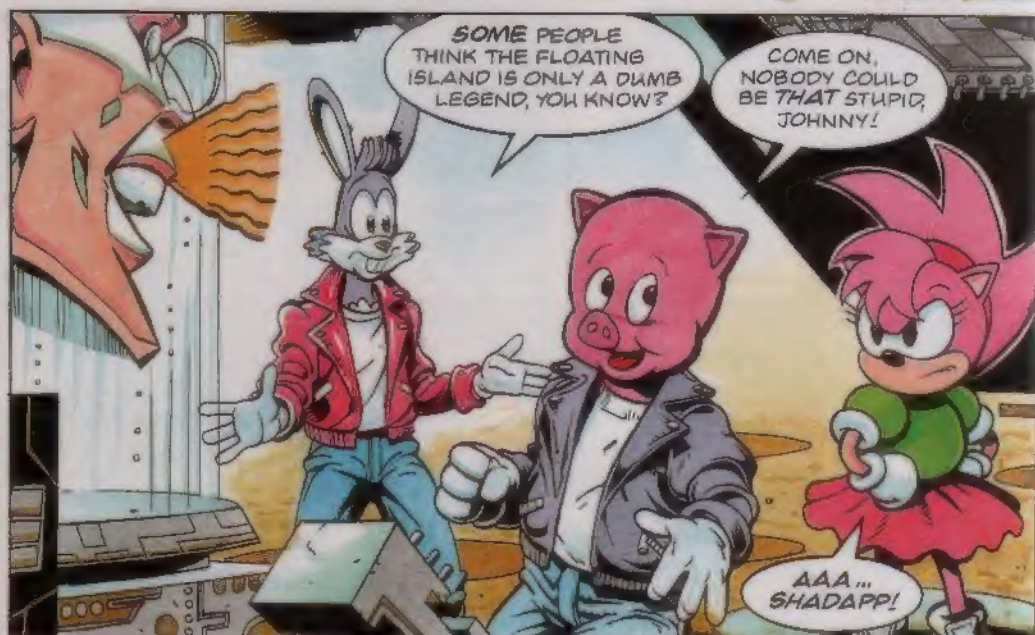
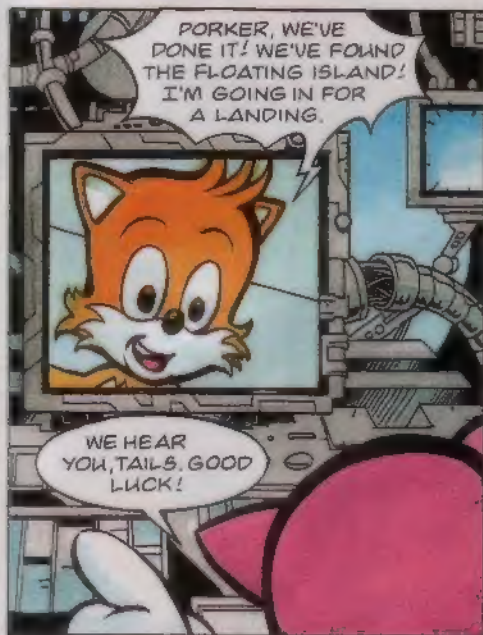
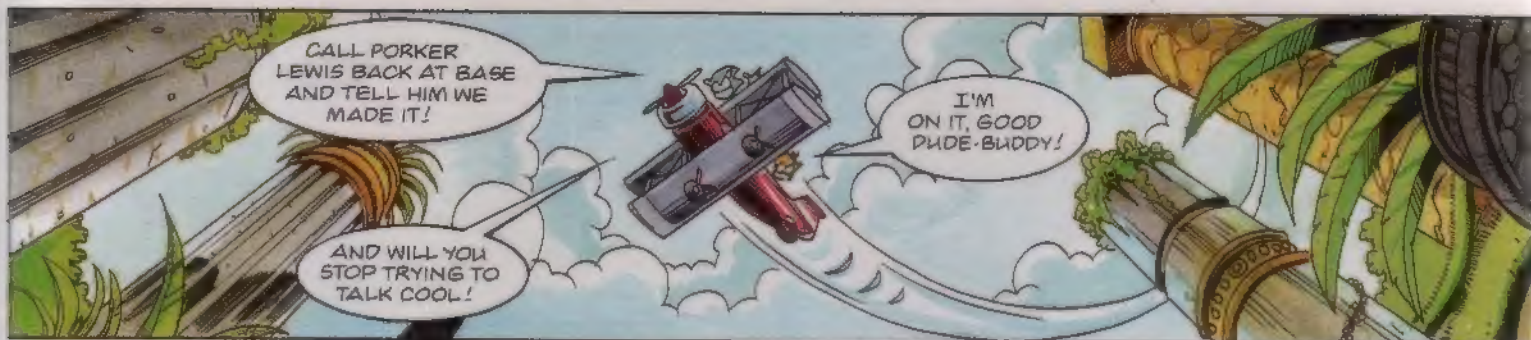
WE'VE FOUND THE FLOATING ISLAND!

**SONIC**  
THE HEDGEHOG™

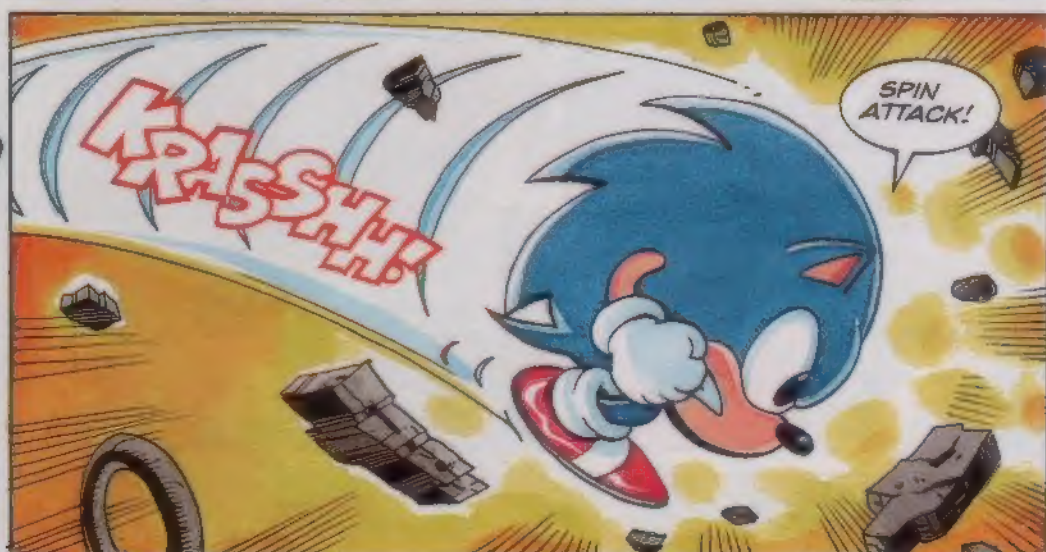
**ENTER  
KNUCKLES**  
PART 1

Script:  
Nigel Kitching  
MOSI  
Richard Elson  
Lettering:  
Elise de'Ville

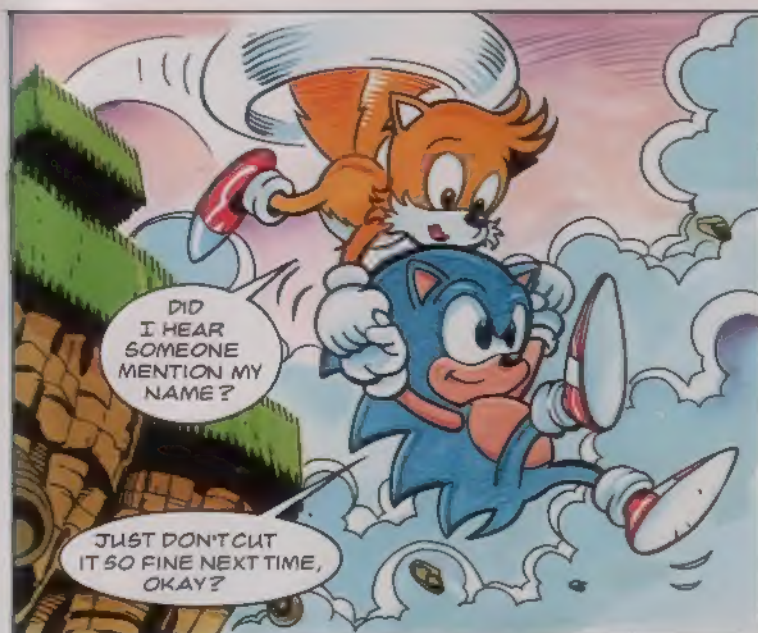
















LOOKS LIKE KINTOBOR WAS DEAD ON WITH HIS THEORY... THAT THING HAS GOT TO BE ONE OF ROBOTNIK'S BADNIKS!



ROBOTNIK'S LOSING HIS TOUCH... THIS IS THE DUMBEST LOOKING BADNIK I'VE EVER SEEN!

HOLD STILL PAL, THIS WILL ONLY TAKE A SECOND!

YAAA!

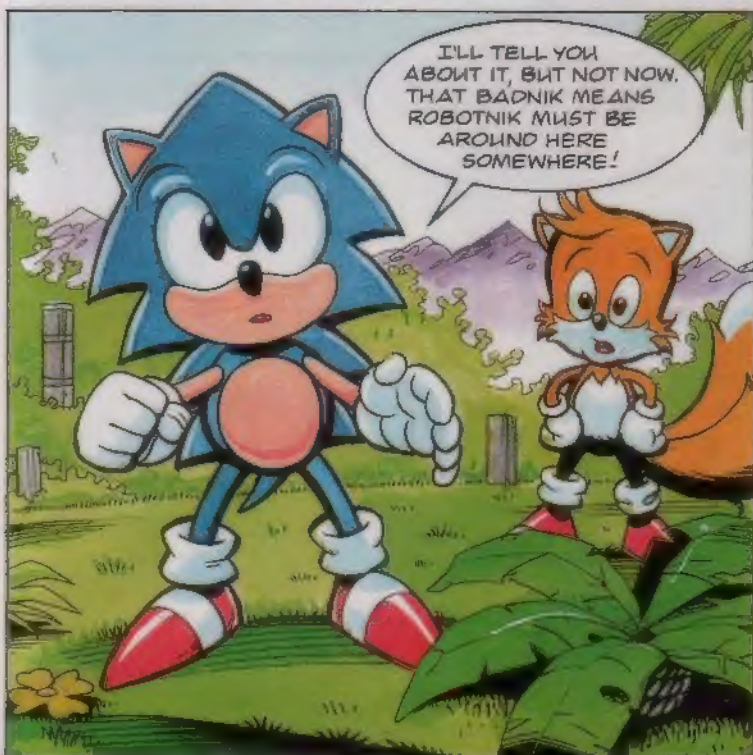


YOW!



I'M FINE, TAILS, GOT MY FORCEFIELD UP JUST IN TIME!

I DIDN'T EVEN KNOW YOU HAD A FORCE-FIELD, SONIC.



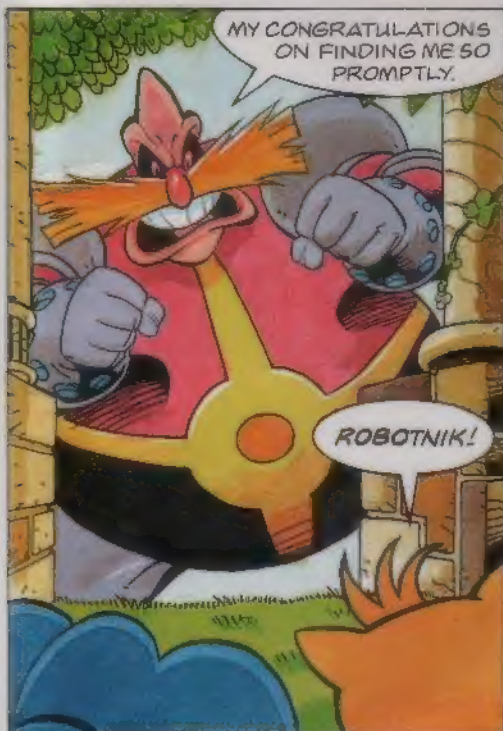
I'LL TELL YOU ABOUT IT, BUT NOT NOW. THAT BADNIK MEANS ROBOTNIK MUST BE AROUND HERE SOMEWHERE!



AH SONIC, I'VE BEEN MEANING TO ASK ABOUT THAT. IF WE DO FIND ROBOTNIK, WHAT ARE WE GOING TO DO WITH HIM?

A VERY GOOD QUESTION, MY LITTLE FRIEND.







# REVIEW

# Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: Nick Protz.

## CHAMPIONS WORLD CLASS SOCCER ENDORSED BY RYAN GIGGS



game type: SPORTS SIMULATION  
1-2 PLAYERS



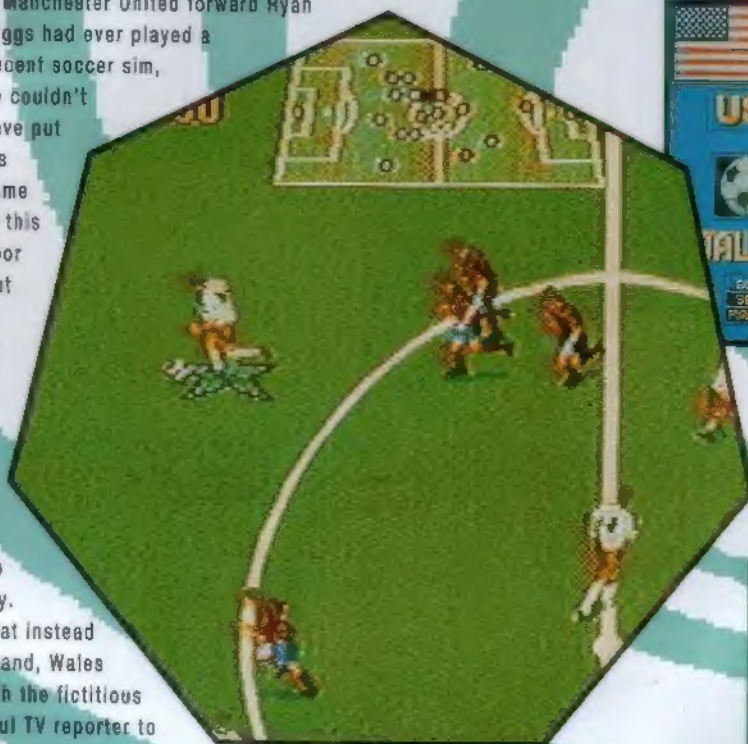
If Manchester United forward Ryan Giggs had ever played a decent soccer sim, he couldn't have put his name to this poor

offering from Flying Edge. With the glut of football games on the market I was hopeful that **Champions World Class Soccer** might rival the crop currently hogging the top ten charts. Instead, this is one of the least inspiring games presently available.

The format is fairly standard and the options for customising play are minimal. You pick a team with which to enter either tournament or friendly play. There is so little attention to detail, that instead of being able to choose England, Scotland, Wales or Northern Ireland, you have to go with the fictitious Britain team. However, there is a helpful TV reporter to give you clues to your team's abilities.

Numerous problems exist with this sim, but at the fore is the side on, slightly aerial view of the pitch, which never allows a wide enough view of the playing area. Beyond this, the control method is awkward, you regularly lose sight of your players which makes picking up passes difficult, and the use of the tackle never seems to win you the ball.

For a 16-bit cartridge, **Champions** is very crude, the graphics are basic and the sound is reminiscent of those good old ping-pong games. In short, there are much better football sims out there for the same price. - NP



Mega Drive



Mega CD



Master System



Game Gear

## STC Rating System

under 40% - Yawnsville

40 - 70% - Normalsville

70 - 80% - Fun City

80 - 90% - Big Time City

over 90% - Mega City!



**FAST FAX**

PUBLISHER	PRICE
FLYING EDGE	£39.99

**GRAPHICS**

70

**SOUND**

50

**PLAYABILITY**

65

**RAVES**

Pic of Ryan Giggs on the cover.

**GRAVES**

Where to start...?

**OVERALL**

65%



# MUTANT LEAGUE

## Bring Me The Head of Coach Brikk

PART 1

SCRIPT: Steve White /

Brian Williamson

ART: Anthony Williams /

Brian Williamson

LETTERING: Tom Frame

WHOA, BOB, IT LOOKS LIKE BONES HAS FOUND SOME HIGH-POWERED HELP HERE! COULD THIS BE A TURNING POINT IN THE GAME?

COULD BE, CHUCK!

K.T. SLAYER'S HORDE OF CRAZED MERCENARIES HAVE BEEN MAKING MINCEMEAT OF BONES JACKSON AND HIS MIDWAY MONSTERS AS THEY ATTEMPT TO RECOVER THE HEAD OF THEIR OWN COACH BRIKKA. BUT NOW WITH THE RAZOR KID JOINING THEM THE GAME'S WIDE OPEN ONCE AGAIN!

THAT'S A HEAVY-DUTY ARMED RESPONSE VEHICLE THEY'RE DRIVING THERE, BOB! ROCKET LAUNCHERS, LASER SIGHTING, FIRING 300 ROUNDS OF HOLLOW-POINT EXPLOSIVE SHELLS A SECOND. FLAMETHROWERS FRONT AND REAR. NAPALM DISPENSER

...AND CHROME HUBCAPS! IT'S SURE NOT YOUR FATHER'S OLDSMOBILE, CHUCK. PLAY BALL!

BWAH HAH! THAT'S NOT GOING TO HELP THEM. I'LL LET NOTHING STAND IN THE WAY OF MY PLANS. BR KKA'S HEAD WILL BE MINE! AND ONCE I HAVE IT I'LL SYPHON HIS KNOWLEDGE AND TACTICAL SKILL.



AND PROGRAM THEM INTO MY  
NEW TEAM OF UNSTOPPABLE,  
STATE-OF-THE-ART KILLER  
ANDROIDS THEN! ZALGOR  
PROGG, WILL BE IN

I'M SORRY TO INTERRUPT YOU  
IN MID RANT, ZALGOR. I JUST  
WANTED TO TELL YOU THAT THE  
ROBOTS ARE READY THEY'RE  
STATE-OF-THE-ART, UNSTOPPABLE!  
WITH THEM YOU'LL BE  
INVINCIBLE!

MUMBLE MUMBLE JUST WHAT WAS  
GOING TO SAY GR PE WHINE GRUMBLE  
STEAL MY THUNDER MOAN

DID HEAR RIGHT? JACKSON HAS  
THE RAZOR KNIFE ON HIS TEAM NOW?  
ARE YOU SURE KAT SLAYER HAS  
WHAT IT TAKES TO STOP THEM?



SLAYER IS NOTHING MORE  
THAN AN ERRAND BOY. BUT  
FEAR NOT, PROFESSOR WIZZ.  
HAVE A FEW SURPRISES  
IN STORE FOR OUR  
HEAVILY-ARMORED FRIENDS!

I'VE GOT  
THE HEAD  
BUT JACKSON  
AND HIS  
SQUAD ARE  
HOT ON MY  
HEELS

JUST KEEP  
RUNNING KAT  
WE'LL TAKE  
CARE OF THE  
MIDWAY  
MONSTERS!

SNOTGOBB, IN  
AMBUSH WACK N  
LILY L JERED  
PODSICKS



GOODY! WE'LL CATCH UP  
TO DADDY'S HEAD IN NO  
TIME IN THIS  
TANK-THINGY. WON'T WE?

DON'T GO COUNTING NO  
CHICKENS YET, BRENDA!  
WE'RE HEAVILY OUTNUMBERED,  
LOW ON FUEL, ALMOST OUT  
OF AMMO AND THE WEATHER  
FORECAST IS FOR RAIN. IT  
AIN'T LOOKIN' TOO GOOD.

JUST LOVE THESE  
LITTLE PEP TALKS  
OF YOURS, GRIM!  
YA SHOUL'D'VE BEEN  
A CHEERLEADER!

**KKRRANNING!**

I TOLD YA  
THIS WAS GOIN'  
TOO SMOOTH.

KEEP THINKING  
THOSE HAPPY  
THOUGHTS,  
BIG GUY!

I HAVE A VERY  
BAD FEELING  
ABOUT THIS!

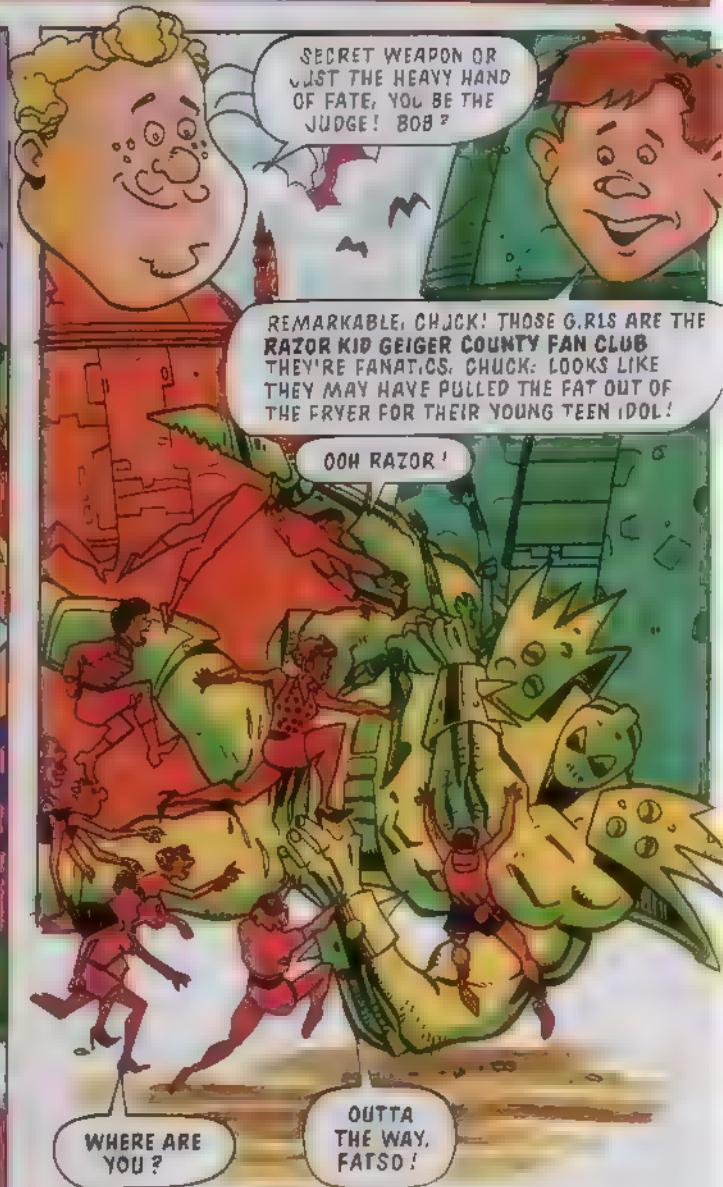
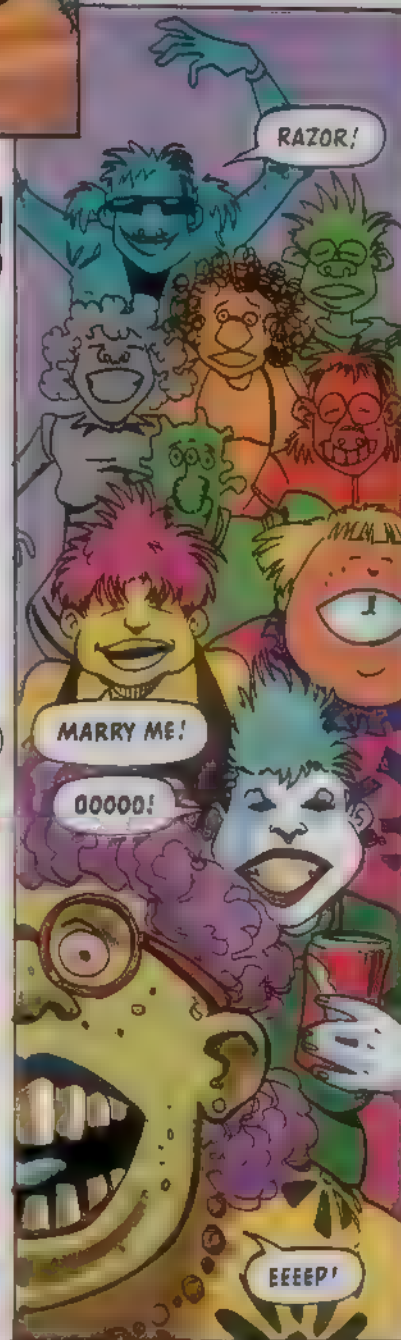
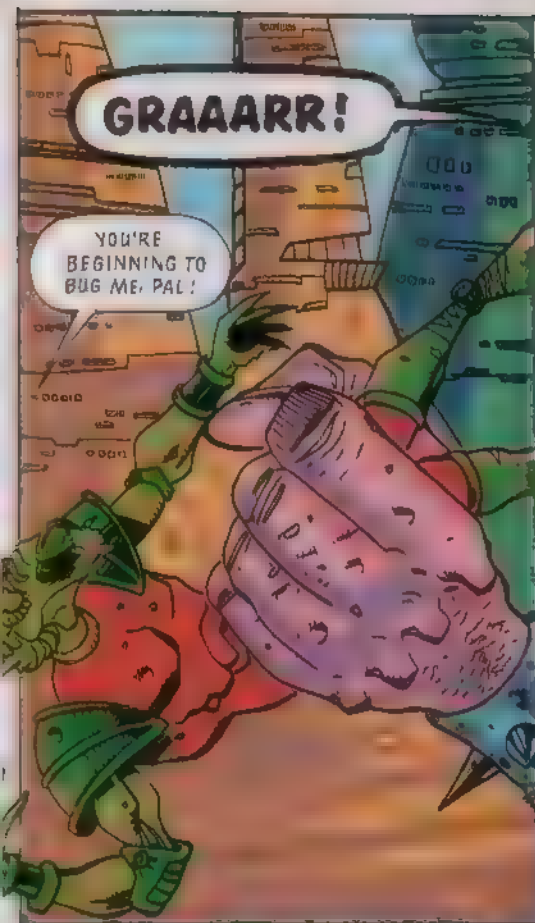
AW C'MON.  
IT CAN'T BE  
THAT ..

BAD ?  
OKAY  
I'VE BEEN  
WRONG  
BEFORE ...

TOLD YA  
IT WAS BAD,  
TOLD YA!

HEY, WATCH  
THE THREADS  
MAN!









FRIENDS  
OF YOURS  
KID?

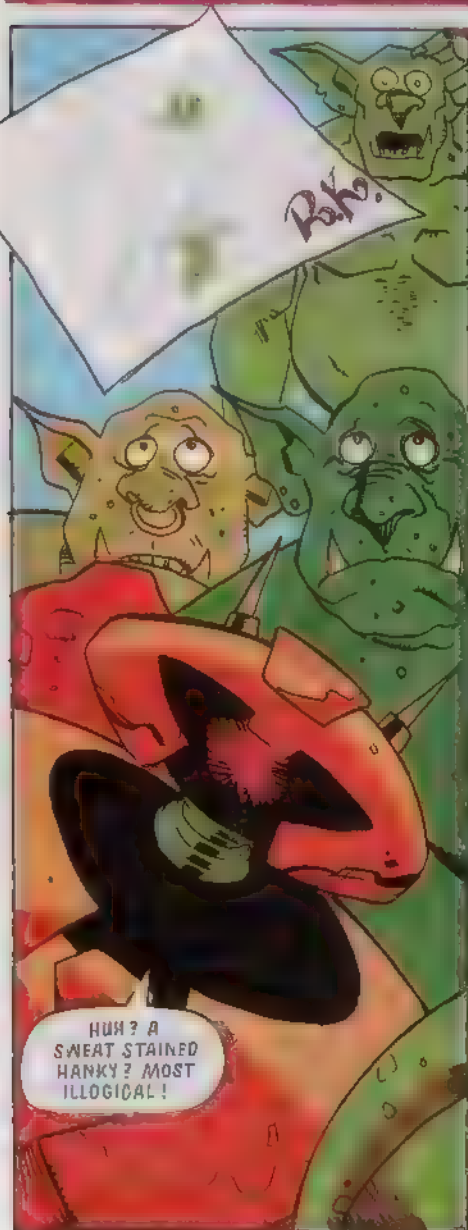
HEH YEH

DON'T LOOK NOW,  
BUT WE'RE NOT OUT  
OF THE WOODS YET!



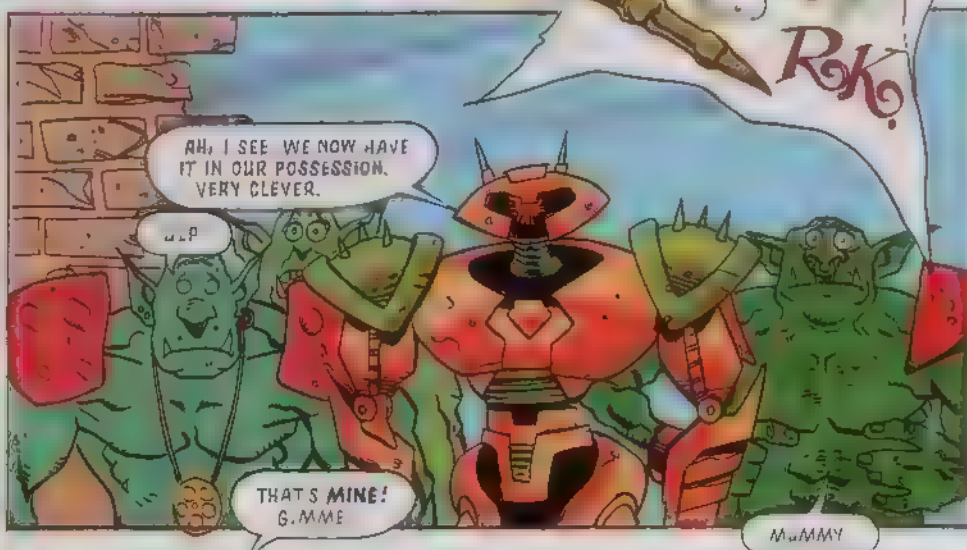
NO SWEAT GUYS~  
I HAVE AN IDEA!

OH, GIRLS~



Rok.

HUH? A  
SWEAT STAINED  
HANKY? MOST  
ILLOGICAL!



AH, I SEE WE NOW HAVE  
IT IN OUR POSSESSION.  
VERY CLEVER.

HELP

THAT'S MINE!  
G.M.M.E

MUMMY



NO MINE!

LET'S GET  
OUT WHILE  
THE GOIN'S  
GOOD!

MINE!

I'M WITH  
YOU, DUDE!

WE'RE  
DOOMED  
WE'RE ALL  
GONNA  
DIE

NEXT: SOME GRIM PROSPECTS



# NEWS Zone

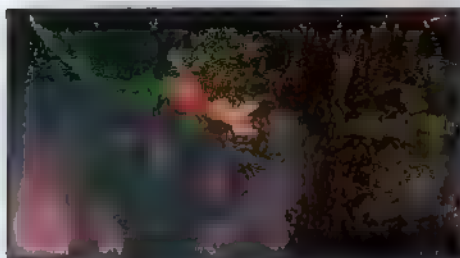
Newsround: Barry Penn

## RAIDING THE LOST ARK

Pitfall Harry rides again



to all this is Pitfall: The Mayan Adventure for the Mega Drive and Mega-CD, a new rendition of Pitfall!, the 'ground-breaking arcade adventure game' that first appeared in 1982



genre of adventure gaming and spawned hundreds of similar products".

Activision claim that Pitfall! started the video game craze in the 1980's. We'd say that's a slight exaggeration, but it's certainly fair to mention that (believe it or not) Pitfall! was the forerunner to the likes of Sonic The Hedgehog and Super Mario Bros.

Run, jump and climb with Harry Junior in this new version of the game that started it all, apparently

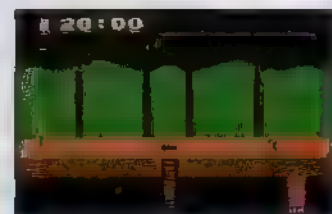


There's a bizarre new trend going on at the moment — converting old (often very old) best-selling games to the latest machines. Activision's contribution

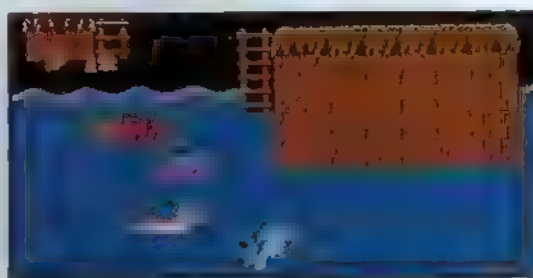
"When I designed Pitfall!,", says David Crane, "I knew there was great potential in a 'run, jump and climb' adventure games, but the result was beyond any expectations. Pitfall! sold millions of copies, established a new



And here's one we prepared earlier - 12 years ago in fact



Pitfall! was first released on the Atari 2600 console (ask your grandad) and then converted to computers, including the Commodore 64 (ask your dad), and eventually sold a total of seven million copies world-wide.



animated film FernGully?), while the sound was created by the Academy Award winning Soundelux Media Labs (whose work includes the films Cliffhanger and Home Alone).

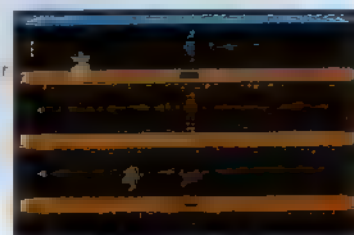


In Pitfall: The Mayan Adventure, Pitfall Harry, star of the original Pitfall!, is in the hands of an evil Mayan spirit. It's up to the player, as Harry Junior, to conquer dense, dark rain forests, haunted Mayan temples and rat-infested mines to reach the realm of the Mayan Warrior Spirit and save the day. There are

vines to swing on, pits and quicksand to cross, sneaky snakes, malicious monkeys, killer crocodiles, deadly jaguars, scary skeletons, and much more besides (including a version of the original Pitfall! game hidden away). It sounds as though it could knock the official Indiana Jones games into a cocked hat.



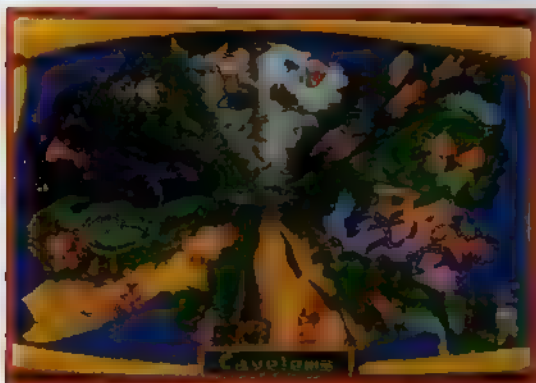
Find out if Activision has succeeded in teaching this old dog enough new tricks in November when Pitfall: The Mayan Adventure is released for the Mega Drive and Mega-CD





# LEMMINGS: THE SECOND FLOOR

Loveable rodents to take more punishment



Take a good look at this map of Lemming Island — you won't get to see it again for at least another four months



used in Lemmings (rescuing the ridiculous rodents' from themselves and their inhospitable, trap-filled environment by assigning specific skills from a limited selection of appropriate ones). This time around the Lemmings are considerably more talented, with over 40 new skills — and a fan to blow them around.

As well as making the most of wind with hang gliders and balloons, the green-haired little

fellas can build bridges, jump, pole vault, ski, skate, fly with jet packs and magic carpets, remove ground with lasers, bombs and flame throwers, and shoot arrows, bazookas and grappling hooks. They even have their own superhero — SuperLem!

Lemmings 2's sub-title refers to the clans of lemmings who settled on Lemming Island. When they first arrived, a prophetic talisman was broken into a dozen parts and evenly distributed among them to inspire 12 different types of tribe to establish themselves. The result is 12 distinct settings — and 12 pieces of talisman to recover: bronze, silver or gold, depending on how well you play at saving the Lemmings in over 100 puzzling levels.

Lemmings 2: The Tribes is released for the Master System and Mega Drive in November. Work has already begun on a second sequel, currently called nothing more than Lemmings 3, and that's due for release on at least two Sega systems (the Mega Drive 32X and the Saturn) in 1995

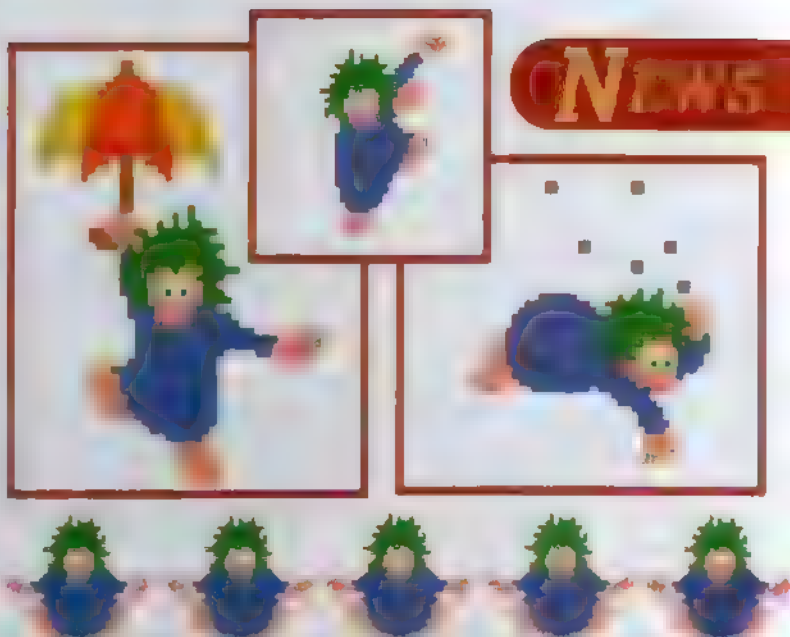
\* Real lemmings are small rodents (roughly four inches long) living in the Arctic Tundra. Their famous suicidal tendency is the result of mass migration to find a new home — but if they meet the sea first, they fall into it! — STC Encyclopedia of Amazing Trivia.

The Lemmings in action in Lemmings 2: The Tribes



Psychosis' loveable Lemmings are preparing to return to your Mega Drive and Master System at the end of this year in Lemmings 2: The Tribes.

For this follow-up, authors DMA Design have expanded their successful formula



## SHORT BURSTS

TALENT TAKES A PUNCHY THING



Sylvester and Tweety are about to join the crowd of Warner Bros. cartoon characters (such as Marvin Martian and Road Runner) appearing on the Sega format. Meanwhile, Konami are in the process of producing a game based on the comic series Animaniacs.

### DEMARK DYNAMICS

The release of Winard Pinball for the Game Gear (see STC 76) has been put back to September. A Mega-CD conversion of Mark's Magic Football, with even more graphics, is being put together for release in October (which is when the Game Gear version will ALSO be available). ... Also due from Demark in October is Bloodshot, a maze-based 3D shooting gallery for one or two players on the Mega Drive. That's followed by Flying Nightmares — a flight 'em' front simulation with the latest aircraft and for the Mega-CD — and PG '84, an updated version of the successful racing simulation with new graphics and statistics, for the Mega Drive and Game Gear.

### BLOOM BROWNE

Big Gold's Sega releases have been firm on the ground, but Mark's likely to change (at least for 16-bit, 32-bit — and beyond?) — owners, now that the Birmingham-based publisher has set up its own research and development department. The idea is to create original games for as many formats as possible, but specific details have yet to be revealed.



# GRAPHIC

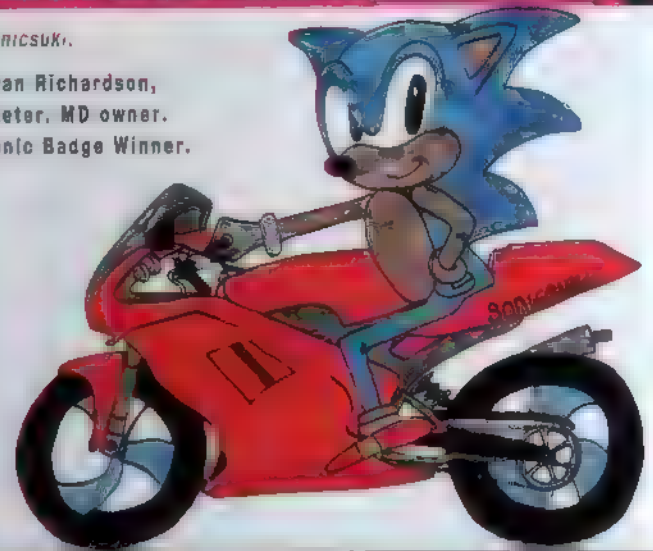
# Zone

Being such a super fit fox and a happening hedgehog, Sonic and Tails never tire of action & speed. Here's a special selection of bike related drawings which deserve a special SFG airing. Each artist featured behind the pen will receive an original, classic SFG badge, not to mention some!



Tails Angels

Sonicsuki.  
Ryan Richardson,  
Exeter, MD owner.  
Sonic Badge Winner.



Nicola Jennings,  
Aorington.  
MS 2 user  
Sonic Badge Winner.

Geoffrey Hammond  
Nottingham, PC owner  
Sonic Badge Winner

Sonic the hard head



Richard Ling, Hitchin.  
MS owner.  
Sonic Badge Winner.



Burning rubber.

Richard McConnell,  
Thornby, MD owner  
Sonic Badge Winner

Draw in ink on white paper (avoid pencil or crayons)  
Be original and don't copy pictures from the comic  
tv or come up with your own ideas.  
Include your name and address, preferably written in  
capital letters on the back of the page



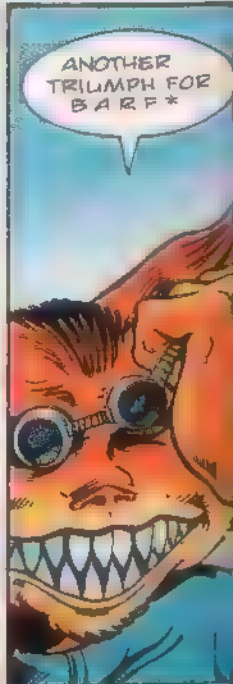
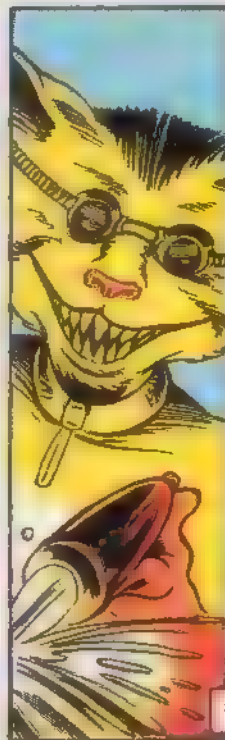
# SONIC'S WORLD

FEATURING  
**THE BUNNIES**  
 A SALAD SEAT SERIES FUNCTIONARIES  
 IN  
**NO MORE MR. NICE BUG**  
 PART 2

Script:  
 Mark Eyles  
 Art:  
 Mike Madley/  
 Mike M. Brown  
 Lettering:  
 Erika Fell

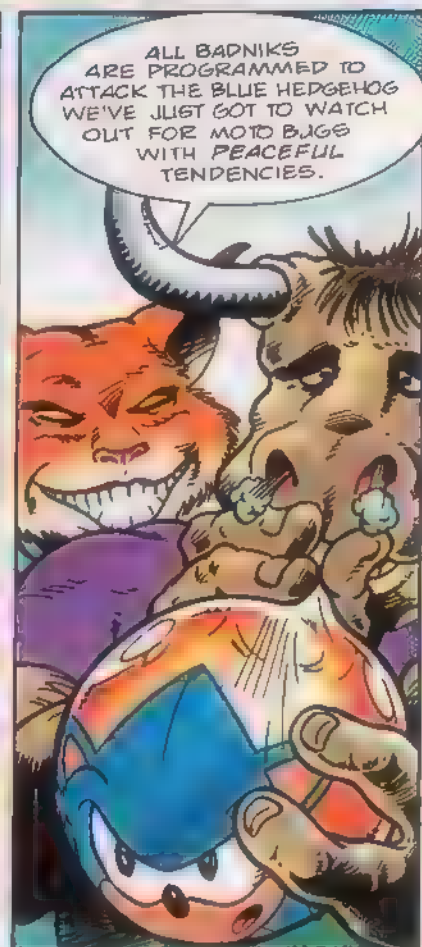
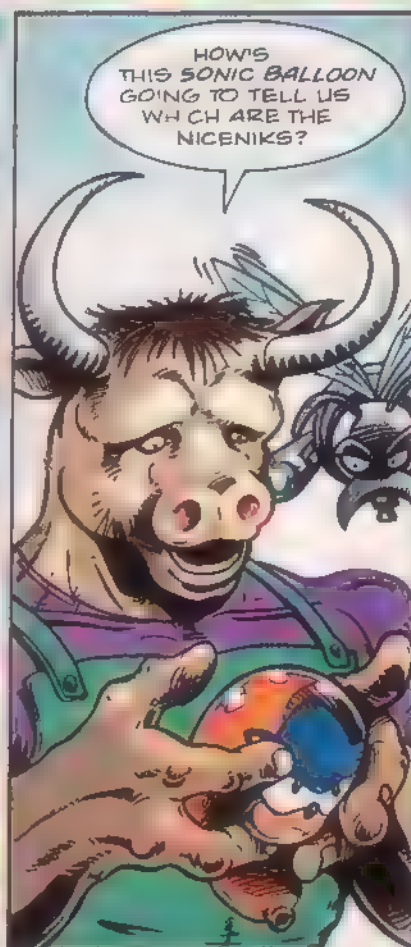
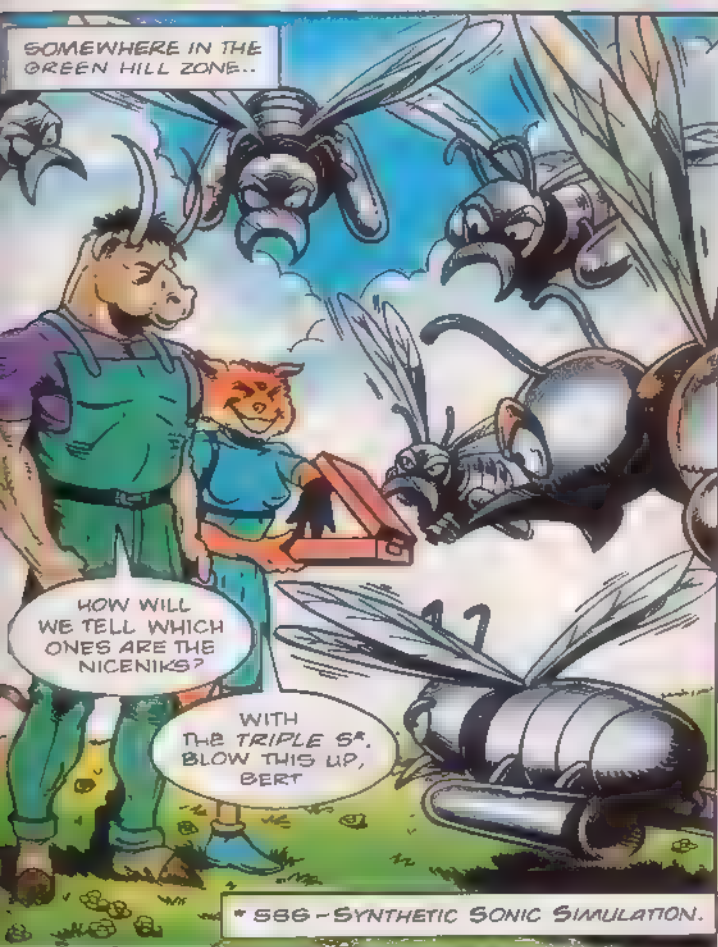
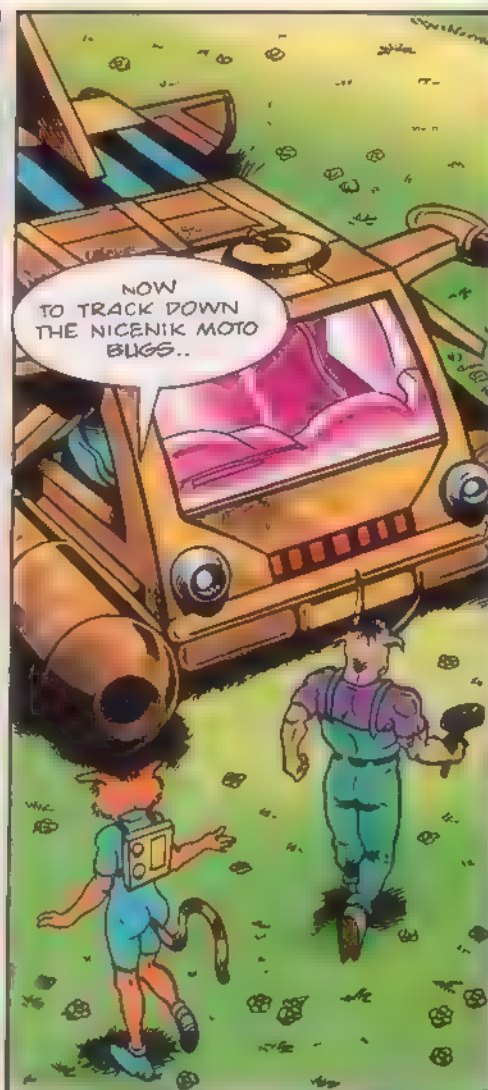
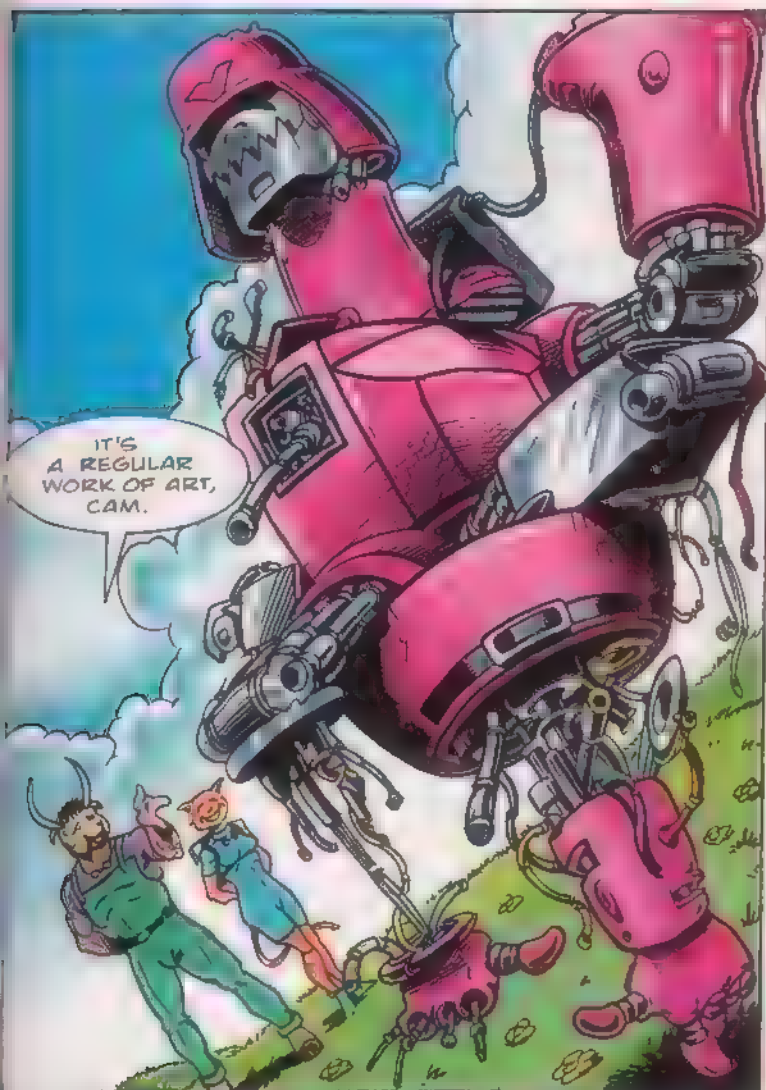


\*LAST EPISODE SONIC TURNED TWO DESTRUCTIVE BADNIK MOTO BUGS INTO NATURE LOVING NICENIK MOTO BUGS.

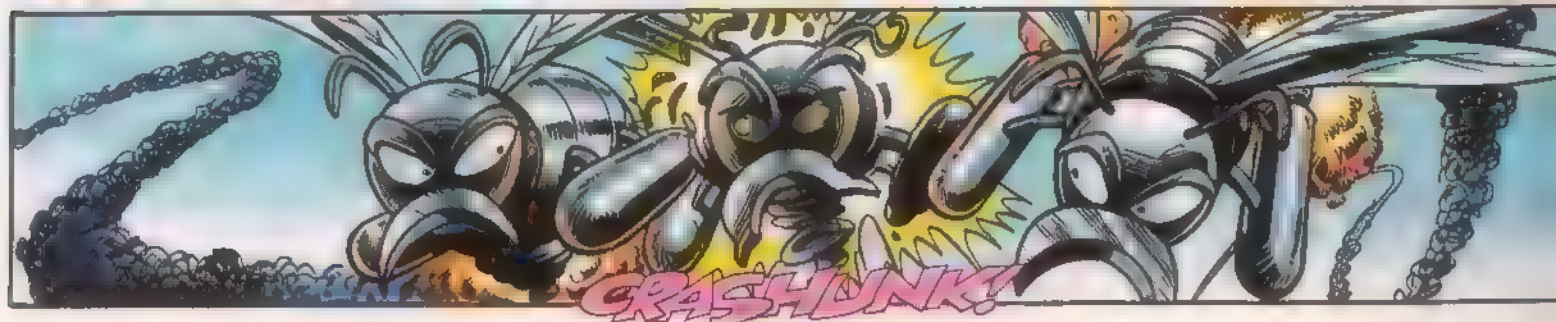
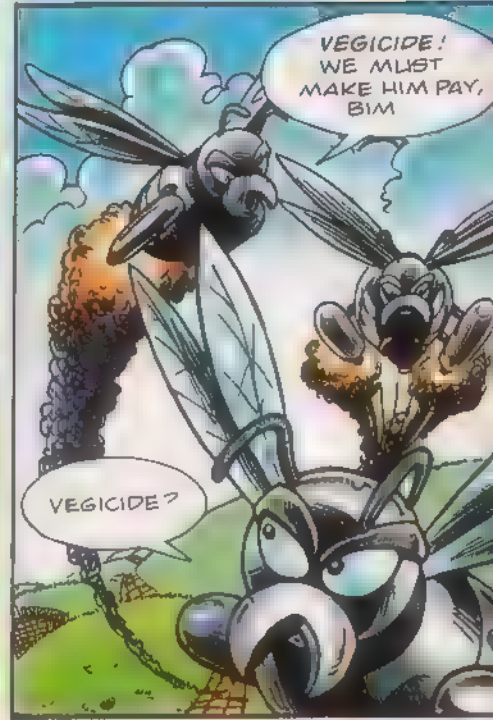
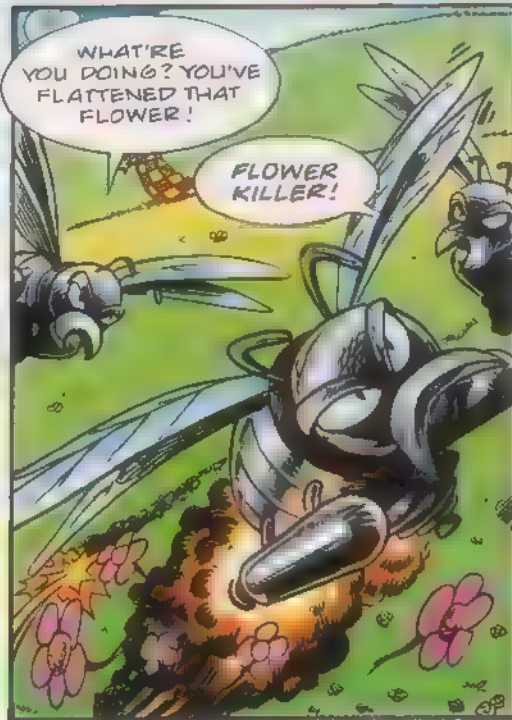
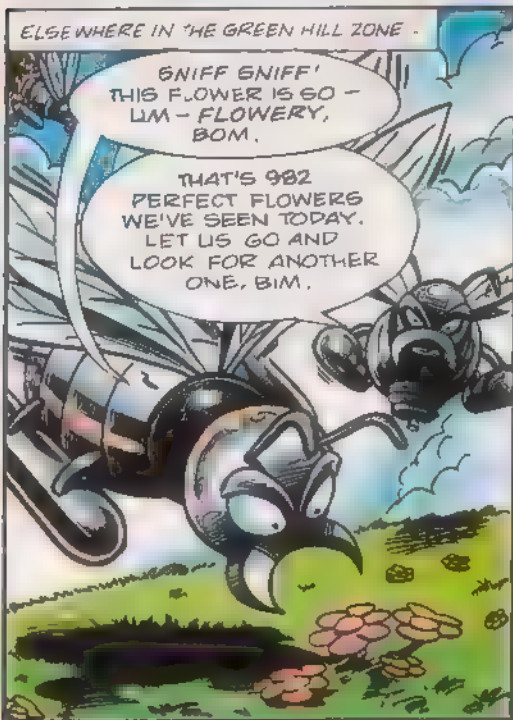


\*BADNIK ARMY REPAIR FUNCTIONARIES

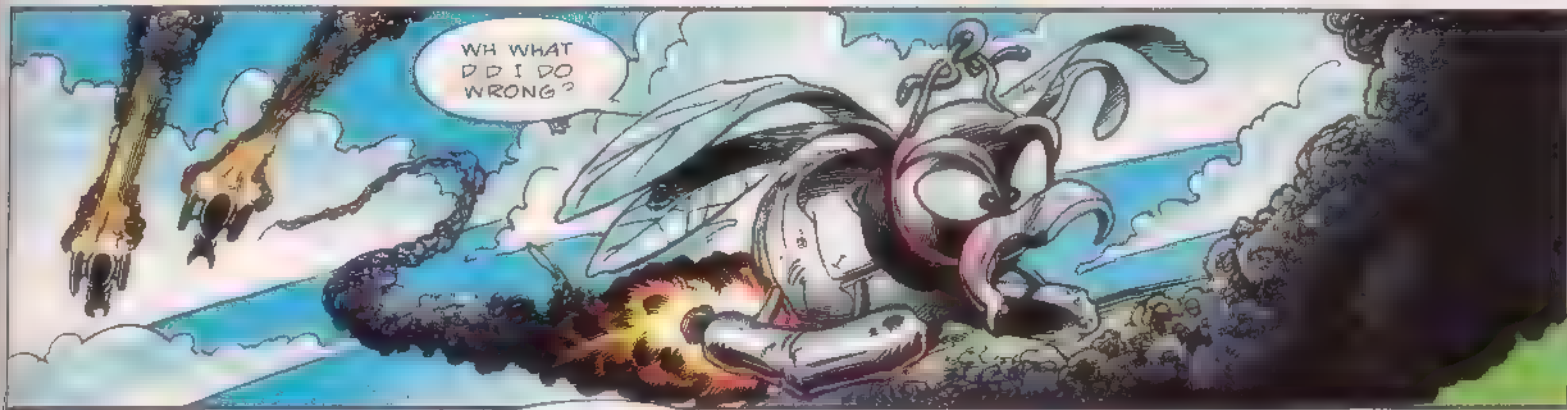












WH WHAT  
DO I DO  
WRONG?

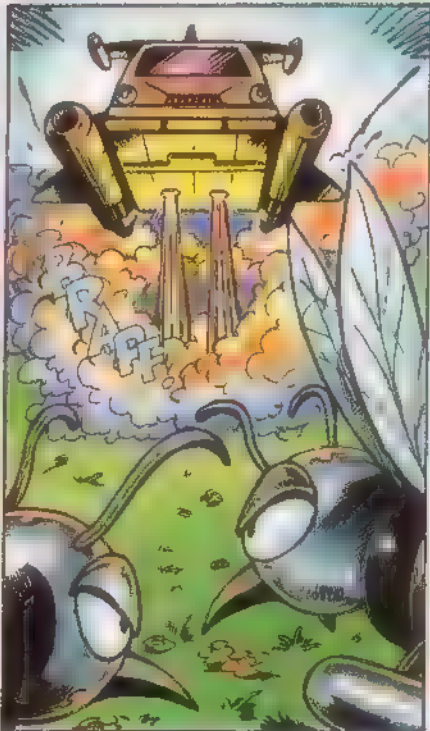


SOME TIME LATER...

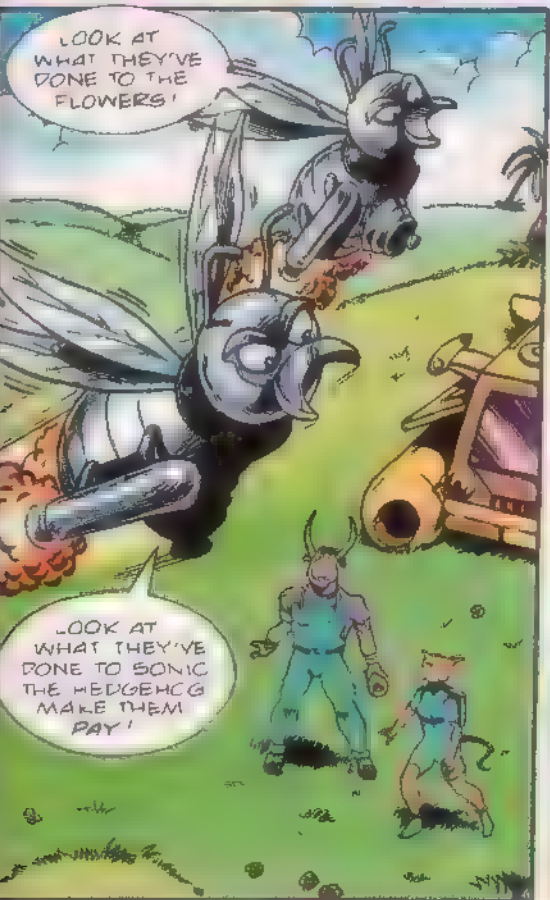
I'VE  
'TESTED' OVER TWO  
HUNDRED MOTO BUGS,  
CAN ISN'T IT YOUR  
TURN TO BLOW UP  
SONIC YET?



BUCK UP, BERT  
THERE CAN'T BE MANY  
MORE MOTO BUGS IN THE  
GREEN HILL ZONE LOOK,  
THERE'S A COUPLE DOWN  
THERE GET A SONIC  
READY

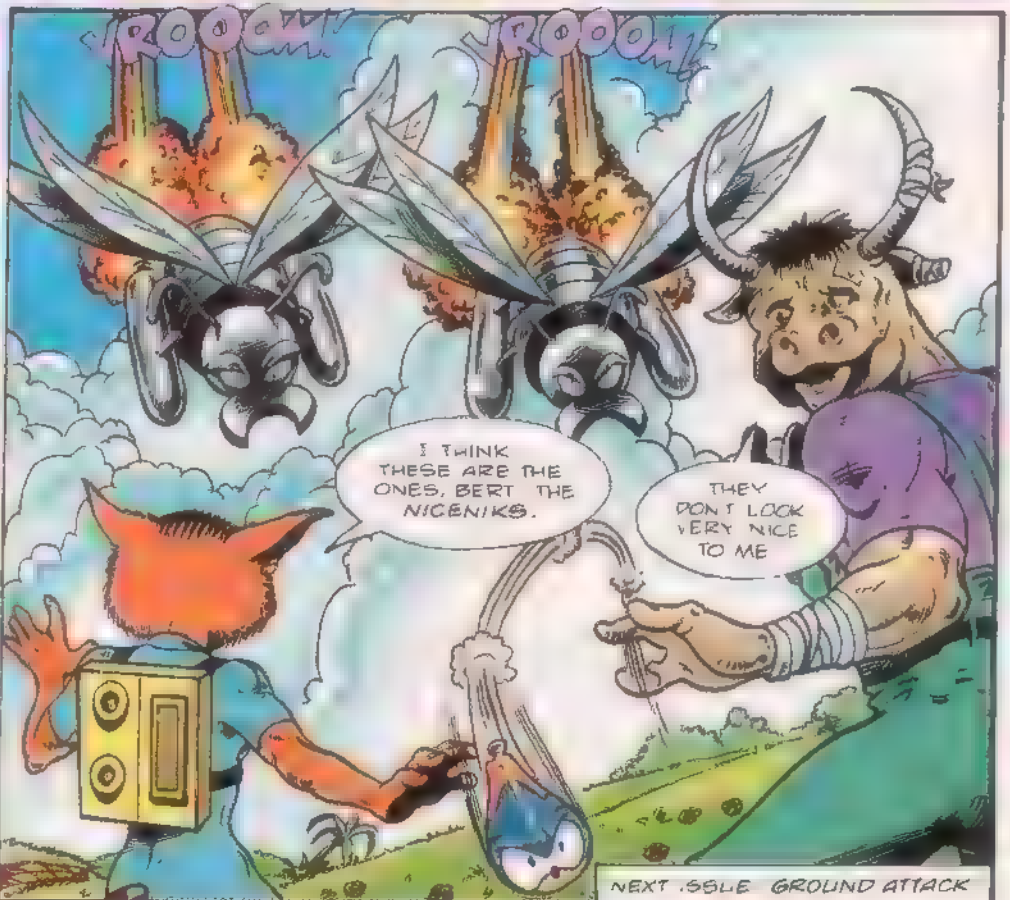


RAPE



LOOK AT  
WHAT THEY'VE  
DONE TO THE  
FLOWERS!

LOOK AT  
WHAT THEY'VE  
DONE TO SONIC  
THE HEDGEHOG  
MAKE THEM  
PAY!



YROOOO! YROOOO!

I THINK  
THESE ARE THE  
ONES, BERT THE  
NIGENIKS.

THEY  
DON'T LOOK  
VERY NICE  
TO ME

NEXT ISSUE GROUND ATTACK



# Zone

## PART 2



## Stream

### Profiles:

Full Name..... Mitchell  
Middleton  
Knight  
Occupation..... Bio-Chemist  
Time Period..... 1967 AD  
Fighting Style.... Jeet Kune Do



Using a mixture of mystical powers and modern fighting styles, Midnight is a very quick and powerful character with one of the best defence stances in the game.

The **Bedazzle** move stuns his opponents, drawing them towards Midnight in a state of confusion. He also has a strong set of physical moves, including the very powerful stomach punch. Xavier's ability to transport out of difficult situations is a very effective counter to Midnight, while a strong and powerful opponent such as Slash also stands a good chance of victory against him.





## SHADOW

### Profile:

Full Name.....Shadow Yamoto  
Occupation.....Corporate Assassin  
Time Period.....1993 AD  
Fighting Style.....Taijutsu & Ninjitsu

## PLAYING AGAINST SHADOW

Probably the most difficult character of all to defeat because of some very annoying moves she has. She is very difficult to pin down and uses her Shadow Special to turn into a shadow figure that can't be hit. The Twirling Fan Attack and High Kick are hard to defend against, but she is open to attack whilst in the air.

Characters such as Xavier and Midnight use their special moves to freeze her in mid-air and launch projectiles to get rid of her.



## XAVIER

### Profile:

Full Name.....Xavier  
Occupation.....Warlock and Alchemist  
Time Period.....1692 AD  
Fighting Style.....Mokido Cane Fighting

## PLAYING AGAINST XAVIER

Although Xavier's main strengths are his special moves, these also prove his greatest weakness. During the time it takes to build up his mystical powers he is open to attack, especially from nimble footed opponents such as Jetta.

Xavier is at his most dangerous when he uses his Dragon Trap or Snap Back moves. However, his speciality, is his ability to defend for long periods of time, before quickly casting a spell with devastating effect. It's very important to prevent him from having the time to launch an attack. His Confusion Spell stuns opponents, getting him out of corners and allowing him to take control of a fight.

Quick fighters such as Jetta and Shadow are the best when it comes to facing Xavier. Also, Larcen, who has the ability to shut off the opposition's special moves, can prove devastating for Xavier.



## SPECIAL MOVES

1. Flying Mine Mode: Move away from your opponent for a few seconds then forward and press Z.
2. Twirling Fan Attack: Move back for five seconds then forward and press A, B and C.
3. High Jump Kick: Press Down on the joystick for five seconds then press Up and B.
4. Flying Stop Tobi Ashi: Simply hold down A and C together.
5. Shuriken: Move away from your opponent for five seconds then forward and press Y.
6. Ninja Knife: Move back for five seconds then diagonally down-forward on the joystick while pressing Y.

## BEST MOVES

1. Stun Beam: Move back from opponent for five seconds then forward and press Z.
2. Shadow Special: Press A, B and C on the joystick for a few seconds.

1. Flying Mine Mode: Move away from your opponent for a few seconds then forward and press Z.

2. Twirling Fan Attack: Move back for five seconds then forward and press A, B and C.

3. High Jump Kick: Press Down on the joystick for five seconds then press Up and B.

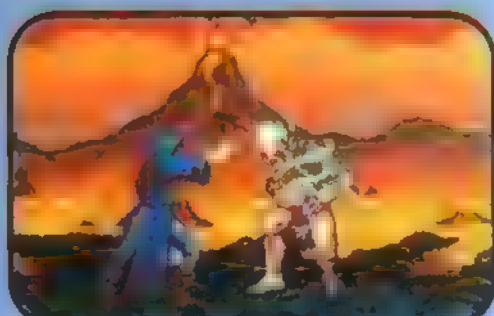
4. Flying Stop Tobi Ashi: Simply hold down A and C together.

5. Shuriken: Move away from your opponent for five seconds then forward and press Y.

6. Ninja Knife: Move back for five seconds then diagonally down-forward on the joystick while pressing Y.

## BEST MOVES

1. Stun Beam: Move back from opponent for five seconds then forward and press Z.
2. Shadow Special: Press A, B and C on the joystick for a few seconds.





# PIRATE S.T.C.

## PART 6

### FIB INFORMATION FILE

THE BANDAID BANDITS HAVE BEEN PULLED THROUGH THEIR TV BY THE EVIL FEZHEAD AND SKULL, FORCED TO PLAY WITHIN VIDEO GAMES GRP (GIRL WONDER) AND BOB (BOAT) HAVE BEEN FROZEN IN A LARGE CE (CRAM XAMAX) BLOBSACKHEAD PLAME AND DOG (THE CHICKEN) ARE IN THE PROCESS OF LIBERATING THEIR FREEZING FRIENDS (SORT OF)

FREE  
US FROM  
OUR CREAMY  
CAPTOR!

HEH, HEH!  
THIS IS BETTER  
THAN WATCHING  
TV!

HIT ME  
WOULD YA?  
YOU'RE GOING  
TO REGRET  
THAT,  
KID!

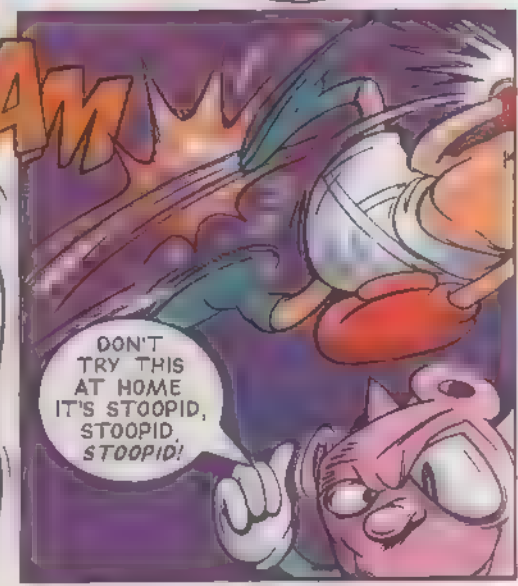
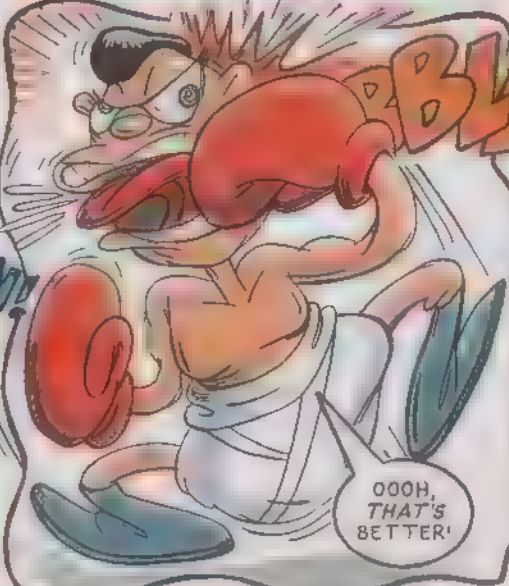
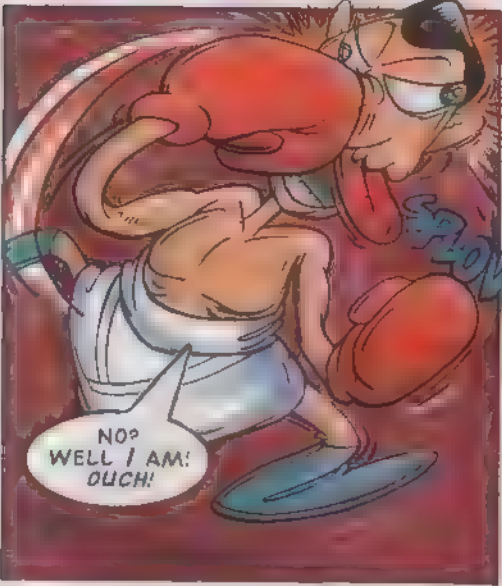
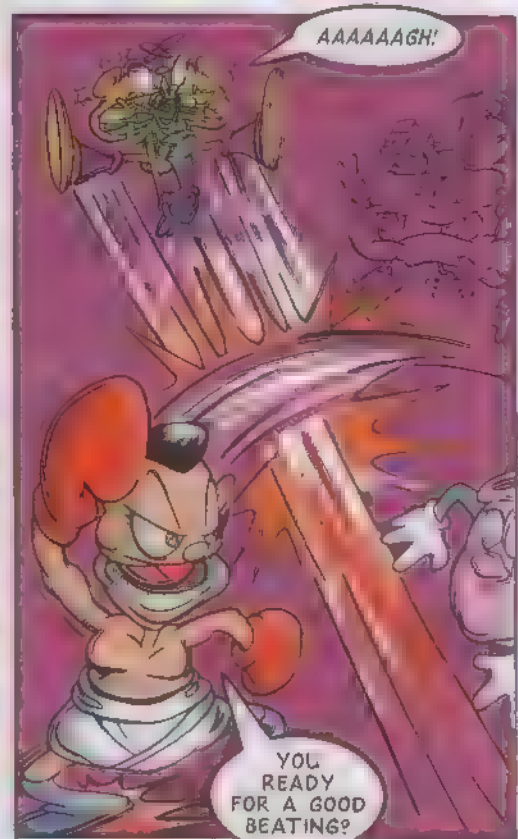
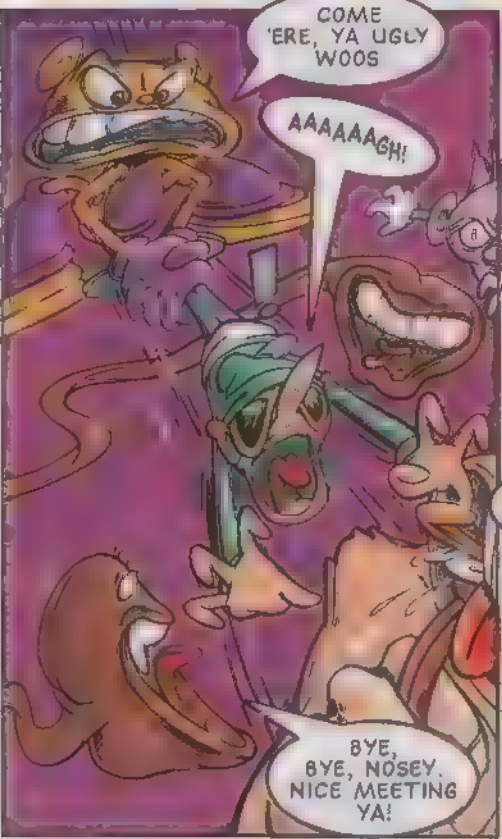
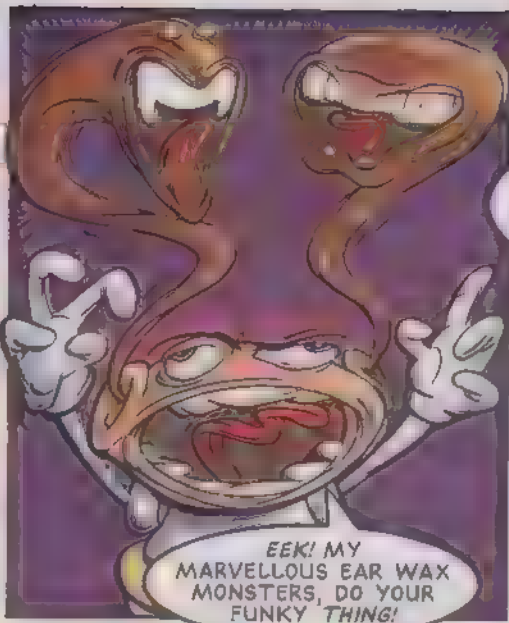
OH  
BOY, I REALLY  
SHOULD CLEAN  
MY EARS MORE  
OFTEN

GRRRR

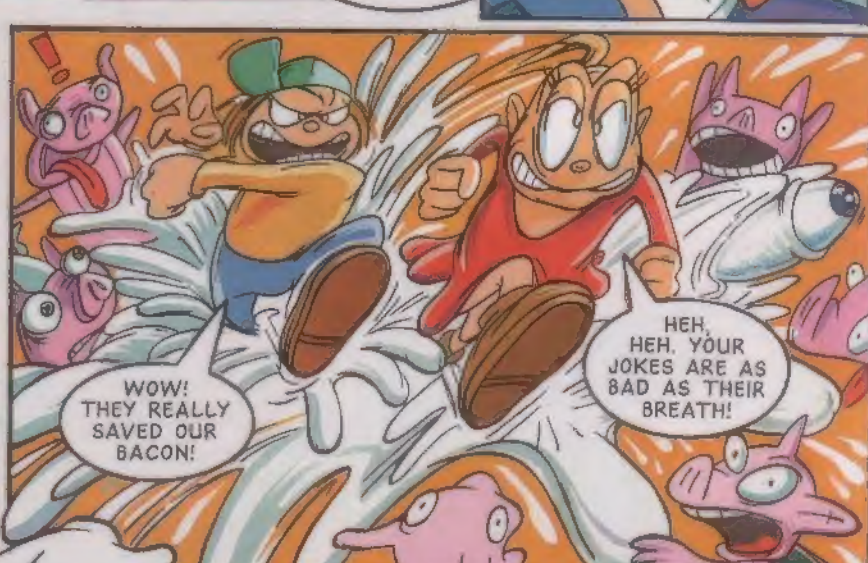
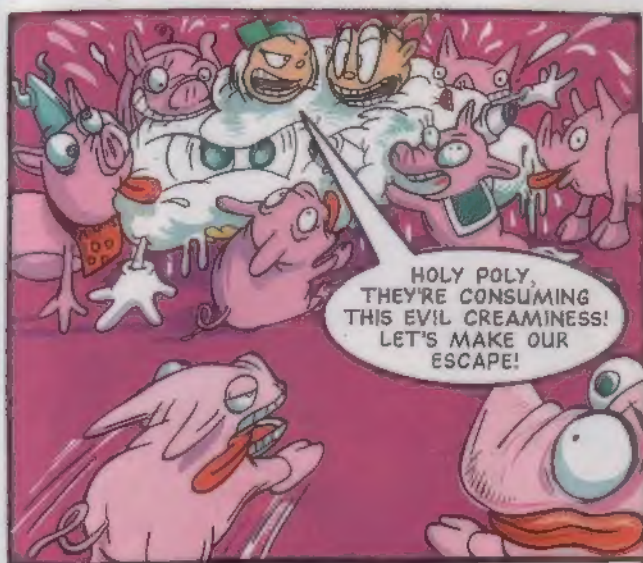
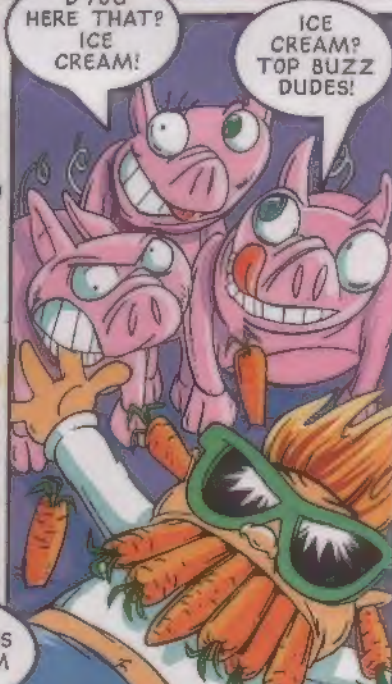
MMMMM.  
CHICKEN BEAK  
AND EYE BALL—  
YUM, YUM!



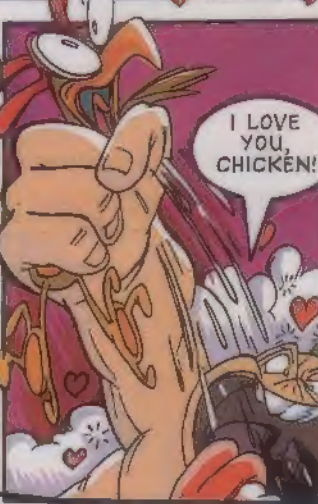
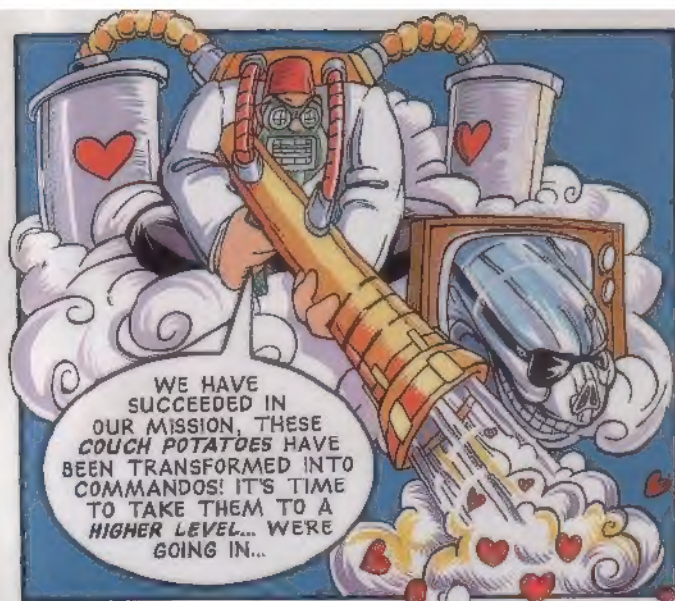












THE END?  
STAY  
TUNED -  
PIRATE  
STC IS  
WATCHING  
YOU!



# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 26/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

## Echo Ecco?

Dear STC,

Whatever happened to the Ecco The Dolphin comic strip? If possible could it return for another series?

Stuart Coleman, Croxley Green, Herts.  
Sonic Water Fun Game winner.



You bet, Stuart. A new series of Ecco's adventures is in the works so keep watching for more news of it. For about a zillion other

Boomers who've asked: *Kid Chameleon*, *Eternal Champions*, *Shinobi* and *Decap Attack* are also set for return appearances. Stay tuned.

## Terrific Tattoos

Dear STC,

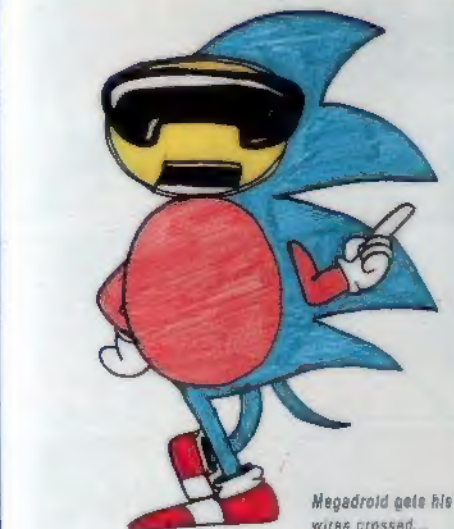
Will the tattoos you gave away in issue 22 be available to buy in the shops? I think they're ace.

Mark Holmes, Basildon, Essex. MD owner.  
Sonic Water Fun Game winner.



Not a chance, Mark! They're exclusive to STC — and to all you Boomers out there. Mind you, if you want to see more of them write and let us know.

James Valentine, Crumpsall, Manchester.  
Sonic Water Fun Game Winner.



MEGADROID  
THE HEDGEHOG!

Megadroid gets his wires crossed...

Please contact STC with name and address. ↑  
Sonic Water Fun Game Winner.

## Belated Greetings

Dear STC,

First of all I would like to say Happy 1st Birthday! I must say I was surprised not to see mention of it in your previous issue. I am a keen reader of STC and have collected all of the issues so far. I have just received a Mega Drive 2 with Sonic 3 and hope to get some more Sonic games.

Michael Hartney, Milton Keynes.

MD & GG owner.

Sonic Water Fun Game winner.



Sorry about not giving you any forewarning, Michael! — It kind of crept up on us too (those lazy humes even forgot to bake a cake!).

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging.

It's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



Dear STC,

I own a Master System but I think I'm growing out of it. So, I was wondering, should I exchange it for a Mega Drive or a Mega-CD? What do you think?

Rhys Jones, Whitwell, Isle of Wight.  
MS owner.

Sonic Water Fun Game winner.



Tricky question, Rhys. Trouble is, a Mega-CD can't be used without a Mega Drive (unless you get a fantastic new — but very expensive — Multi-Mega). So I suggest you start with an MD and put a Mega-CD on your Christmas list!



# WHO KILLED CHUCK?

FOR THE ANSWER TO THIS QUESTION — DON'T MISS THE  
HORRIFIC NEW SERIES OF

## DECAP ATTACK!

STARTING NEXT ISSUE!

**PLUS!**

**FREE!**

**PANINI  
SONIC  
STICKER  
ALBUM!**

START YOUR  
COLLECTION OF THESE  
COOL NEW STICKERS!

**SONIC 3  
Q ZONE  
SPECIAL**

**MUTANT  
LEAGUE**

**SONIC'S  
WORLD**

**SONIC THE  
HEDGEHOG —  
& KNUCKLES!**



**STC 34 — EVERYONE WILL HEAR YOU SCREAM!**

**ON SALE SATURDAY, 3RD SEPTEMBER.**

**NEW PRICE — £1.15**

## DATA STRIP

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

### WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

### HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

### GAME INTO STRIP

What SEGA game would you like to  
see as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

### MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 33

OF **STC?**

%